

# YESTERDAY'S NEWS

VOLUME 7 NUMBER 8

Established 2016

AUGUST 2022



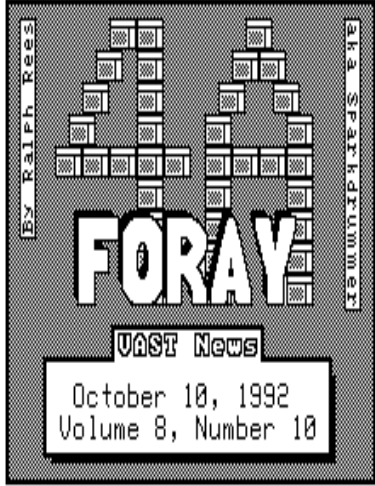
## 30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

AUGUST 1992:



Nothing significant happened!??



Hello Again Fellow Vastians! My column this month is going to be a little short but I hope interesting. Read on...

### TECHNOSPEAK

Some people, especially government employees and computer programmers, speak in a language which is a bit strange to the mediocre mind, like mine.

The following are some tongue-in-cheek examples. See if you can decipher

them. They are often heard sayings.

Want the answers? We'll see...

1. Avian species of identical plumage congregate
2. Freedom from encrustations of noxious substances is contiguous to conformity with divine prescription.
3. Pulcritude possesses solely cutaneous profuity.
4. A superannuated canine is immune to indoctrination in innovative maneuvers.
5. Ululate not, over precipitated lacteal secretion.
6. All that coruscates with resplendence will not assay auriferous.
7. The existence of visible vapors from ignited

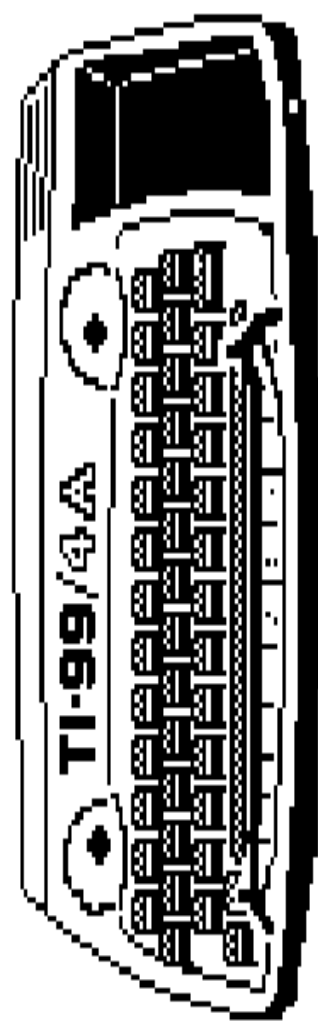
INSIDE	TIGERS	INFORMATION	
SPC DATABASE 1 .....	Page 1	TI RUNNER EDITOR ..	Page 5
SECTOR PATROL .....	Page 3	MINER 2049'ER .....	Page 5
FORTUNE TELLER .....	Page 3	SNEGGIT .....	Page 6
CARFAX ABBEY .....	Page 3	CR ADDER .....	Page 6
SUPER MARIO BROS ...	Page 4		

carbonaceous materials confirms conflagration.

See, that wasn't so bad, was it??

FCTN+ *Ralph*

8. Mendicants are interdicted from elective reciprocity.
9. Probity gratifies reflexively.
10. Male cadavers are unyielding of testimony.
11. Inhabitants of vitreous edifices illadvisedly catapult petreous projectiles.
12. Ergonomia exclusive of diversion renders John a hebetudinous progeny.
13. He who cachinates ultimately, cachinates optimally.
14. Abstinence from speculative undertaking precludes attainment.
15. Missiles of ligneous and nonmetallic mineral consistency have the potential for fracturing my osseous structure, but malicious appellations are eternally inoeous.



©1988 NUTMEG T1-992.75



MICROPENDIUM  
June 1985  
Vol 2, No 5

By  
Ron Albright

For some time now, like the legendary Diogenes, I have been searching the darkness looking for honesty.

I am not looking for an honest man, but searching the software world for an "honest" database.

Several qualities come to mind: good documentation; which leads to the second quality, ease of use; thirdly, full features (including an interface with the TI-Writer word processor); fourthly, reasonable cost; and finally, utilities to be applied to the database files.

The search has been a long one. First, there was Personal Record Keeping (PRK), which was quite limited, with a bizarre file format, making interfacing with anything other than Personal Report Generator and the Statistics module impossible. But it was all we had. Then came NAME-IT (Extended Software), a disk-based program which had many features, adequate documentation (but quite complicated to run) and reasonable price. It did not have a good TI-Writer interface, was quite slow to operate (including the sort routines, five minutes for 250 records, and was very "modular," that is, you could have only 250 records per file and they could not be merged or worked with together. But it was an improvement. Then came Data Base 500/300 (IUG, LaPubCo). Dreadful program as marked, with the slowest data entry protocols I have ever seen, slow to the point that even I had to wait on it to catch up with my hunt-and-peck technique. More recently, we have seen Navarone's entry with Data Base Management on cartridge/disk. Very fast and multifeatured, with 40-column display and word-processor interface, but very limited by the worst documentation in recent memory (requiring the company to make another manual available for additional cost). It was also annoying to be unable to input my printer specifications to it because they were too long (I don't think "RS232.BA=4800.DA=8" is unreasonable!) It was also at the high end on cost (\$69.95 or so). I have it but I never use it. I have never gained the sense of comfort with it to apply it. So, the search went on. At least until now. I want to review a package little known in this software market but one that has become the most useful applications package I have acquired since TI-Writer. It is the Data Base I software from SPC Software Company.

Performance: What makes this software better? Several things come to mind.

First, it has a variable file format. You are still limited to a maximum of 10 fields per record and a maximum record size of 245; ALL of the programs I have worked with have this last limitation. Navarone and Database 99 allow more fields per record, but all have a record size limited to about a disk sector (somewhere around 256 bytes). The saving trade-off with Data Base I is that you can pre-select record size and the disk space for each record will vary depending on which size you choose. For example, if you have a simple mailing list consisting of first name (12 characters maximum), last name (12 characters), address (25 characters), city/state (20 characters) and ZIP Code (5 characters), you have space requirements of 75. You don't need the 250 or so bytes allocated by most DB's and should not have to be restricted so severely to number of records per disk. So with DB I you can preselect a record size of 75 (53, 117 and the full 245 are the other choices). With record size of 75, you can get around 1,000 records per single-sided, single-density disk, much more than the more rigid file structure of other databases. If you don't need the space, why be confined to using it?

Secondly, the interface with the TI-Writer word processor is well done. Two aspects are worthy of note. There is a built-in "form letter" utility which can handle up to five different letters each run through the file list. You can select who the letter(s) will go to with a match option and vary the matching for EACH of the five letters (thus, you could match LETTER 1 with all records with "NY" state, LETTER2 with line match for the "01123" ZIP Code, etc.). There is a "replace prompt" option with the form letter utility which would allow you to change the records after a run through the form letter utility.

Another example: if you send out a collection letter scheduled to go to customers two months after the bill is sent, you can send out the letter and the program will automatically write to the files the date the letter was sent. You can then search through records later to see when a collection letter was sent for a particular account. Writing the form letters for the program is equally simple. Rather than the often-confusing TI-Writer scheme, with this method you simply place in the letter file the line number you want to use at each location preceded with the character ":" (FCTN A). If you have a record format where line 1 is first name, line 2 is last, line 3 is address, line 4 is city/state, line 5 is ZIP, line 6 is Mr. or Mrs. and line 7 is the date an invoice was sent, your form letter might look like this:

:6 :1 :2

:4 :5

Dear :6 :2 :

Our records show that we sent you an invoice on :7.

Your account is overdue. Please send payment.

Admittedly a terse business letter, but you get an idea how simple the interface is.

The second aspect of the TI-Writer interface involves the "PRINTOUT" option. One of the choices for printouts of files besides (of course) to printer and screen is "TI-Writer". With this option, you write directly to disk in standard Display Variable 80 format. The printouts can then be read with TI-Writer or Editor/Assembler or even sent via modem.

The SPC DB1 software also has a very simple "FORMAT" scheme for printouts. You are given, on screen, several standard printouts for mailing labels and the "CUSTOM PRINTOUT" option. With this option you can create any form you wish, even to the point of having up to eight fields per line and six lines per printout. Once the custom format is established, you don't have to do it again; it is written to disk to be accessed easily for future printings. How have I used this format? I have been developing a directory of the members of the TI Forum (Compuserve). The record format is simple:

Line 1: First Name  
 Line 2: Last Name  
 Line 3: Address 1  
 Line 4: Address 2  
 Line 5: City/State  
 Line 6: ZIP Code  
 Line 7: Phone  
 Line 8: CIS ID Number  
 Line 9: Data1  
 Line 10: Data2

Mailing labels are simplistic. What I wanted was an easy-to-read printout in hard copy (first, and also in a format transmittable TO the Forum file areas). Standard mailing labels are not easy to search for records, so I formatted for a "line listing" - each record printed out on a single line. Further, I wanted two listings, one sorted by ID number, the other alphabetically by last name. With the SPC DB1, it was simple. I formatted the printout to be: Line 1: 8 2 1 5 [record number]

I couldn't include their addresses or phone numbers simply because when printing to disk in D/V 80 format, you are allowed, obviously, only 80 characters per line. Then, using the "COLUMN FORMAT" option, you can left-justify the printout neatly. The records were then sorted separately on the fields I mentioned and printed out. Instead of sheets of paper with mailing labels I have a clear listing of 2 1/2 pages for 150 members. I also have the mailing labels through another format.

Certainly the features mentioned already are convenient and functional. However, the functions that set this

software in a class by itself are in the "UTILITIES" package that accompanies Data Base 1. With this set of programs, one is able to:

1. Create a file disk with sequenced records on disk; in effect, take a file and rewrite it completely to another usable file sorted on any line.
2. Combine two smaller files into one.
3. Break a large file into two smaller files.
4. Write the same word-string to one field on ALL records.
5. Create a Data Base 1 catalog of your disks.

All are useful and unique and WORK. My favorite is the Disk Catalog Database. With this utility, you can form a file of your programs and disks, not just for printouts, but to be manipulated and written to just like a database! You can add comments about programs, sort programs, format printouts, etc., all through Data Base 1. I think this single feature is worth the cost of the software.

I do have a few criticisms. First, while I personally like the on-disk documentation, if you don't have a printer, you'll have to find someone who does. Also, an annoying "bug" is that when you search for records, you must enter the search string EXACTLY as it appears in the database. If it was entered in lower case, you must enter lower case as the search string; if the last name was entered "Jones", you cannot find the record if you enter "JONES" or "jones" as a search string. A minor hang-up is that records are searched on only the first five characters. This is getting picky, I know, but a search of "Johns" will also show all the Johnsons, Johnstons, etc. Otherwise, the software is completely error trapped and (at least by me), crash-proof. Finally, a comment rather than a criticism. I will continue to look at databases for our machine until I find a "free-form" model with unlimited record size and true relational functions. Until then (never?) SPC's Data Base 1 is for me.

Documentation: The documentation comes as a set of TI-Writer files on disk and is 30 pages of clearly written instructions and examples. There is even a utility included to print out the documentation if you don't have TI-Writer.

Value: I give this the highest rating. ☐





By  
Bartley Busse

*DRACONS HAVE INVADDED FEDERATION SPACE. DESTROYING ANY  
THING, AND EVERYTHING, IN THEIR PATH.*

*AS OF 2274.8 [STANDARD STAR DATE] WAR HAS BEEN DECLARED.*

*ALL LEVELS OF STAR-FIGHTERS, INCLUDING FIRST LEVEL, MUST  
REPORT TO THE NEAREST STAR BASE AT ONCE FOR ASSIGNMENT.*

*YOU HAVE BEEN ASSIGNED 81 SECTORS, DEEP WITHIN DRACON  
OCCUPIED ZONES.*

*BECAUSE OF THE GREATER RISK INVOLVED, COMMISSION CREDITS  
WILL BE ISSUED FOR EACH SHIP YOU DESTROY. NATURALLY, IF  
YOU SHOULD TURN ON FEDERATION SHIPS, CREDITS WILL BE  
DEDUCTED AND NO PROMOTION WILL BE OFFERED.*

*STANDING ORDERS ARE SHOOT TO KILL IF A PILOT TURNS ON AN  
ALLY SHIP OR STATION.*

*CLASS 1A STAR-FIGHTERS WILL BE ASSIGNED TO YOU. GOOD  
LUCK!*

You will need the following to run the program:  
EXTENDED BASIC, SPEECH SYNTHESIZER, 32K, JOYSTICKS and at  
least 1 DISK DRIVE. You will also need at least 15 free  
sectors on your disk for the files the program will  
create. This is a fairware program - payment information  
is in the program.

The object of the game is to rid your assigned sections of  
the galaxy of the dreaded robot ships. Planning is the  
key, not speed. Full on screen instructions, high  
resolution color graphics, speech, and sound are just some  
of the features.

Enter EXTENDED BASIC and type RUN "DSK1.GAME". The game  
disk must be in drive number 1 and the disk must not  
contain write protection tabs as access is need for the  
files that are created.



By  
Leo W. DuBry

George the computer will tell you your fortune, all by his  
little computer self, plus, he will print a copy of your  
fortune and the cards he dealt you.

The first three cards have to do with the past. These  
cards represent people who you know. Could be relatives  
plus things that have happened to you.

The next four cards have to do with the present. These are  
things that are happening at this time.

The events that happen in one's life usually can not be  
sidestepped but you can see why things happen. Everyone  
has his own choice to make.

The last three cards have to do with the future. These are  
things that could happen in your life. How these things  
might happen is not up to you but they are in the works to  
happen.



By  
Harry  
Brashear

MICROPENDIUM  
Dec. 1988  
Volume 5  
Number 11

Here's a nifty little fairware offering that I picked up,  
and it's just the thing for Tunnels of Doom fans. (There  
are a lot of you out there!) No, it isn't for the  
cartridge, it acts like it, but it takes up more of the  
screen. The graphics are excellent and the concept is well  
thought out. It seems that your mission is to destroy  
Dracula who has taken up residence in a 100-room building  
called Carfax Abbey. In doing so you have to find maps,  
keys, gold, use magic, and keep up your stamina.

The building is laid out with 25 rooms on a floor (four  
floors or levels), and you go between them by finding  
steps or an elevator. The game is not a mind buster  
because there is a little map of the floors on the upper  
part of screen so you know where you are at all times.  
It's not all that easy though because there are doors that  
need unlocking to go through and secret panels to find.  
There are some nasties to contend with, and a few decent  
sorts that want to sell you stuff for your gold.

The game itself is very well programmed and the use of some assembly routines in the graphics make it seem an A/L game instead of Extended BASIC. (I love it when XBASIC is used to it's best potential!) When the game is being set up, you are asked for a number to be input from 1 to 999. I suspect this is a seed number for the randomized structure, so you will be kept busy with this one for a long time to come.

I'm not much of an adventure freak, but this one is four star in every way that I can tell. It can be had from two sources: the author or as one of Tex-Comp's fairware library offerings. There it is known as "The Best of Britain Vol. 2." I would suggest you send your Yankee dollars to the author, however, so as to encourage him to do some more. Send at least \$5 plus disk cost and airmail postage to: David Vincent, Wycroft, Foxhole Lane, Four Throws, Hawkhurst, Kent, TN18 5DT, England. ☐



PUG  
Peripheral  
Sep. 1990

By  
Gary Taylor

I ordered Super Mario Bros from Baker Software as advertised in MICROpendium, 1990 May.

I also ordered one of the Super Game packs offered in the same ad. I sent my order on July 1, 1990. After the check had cleared the bank for two weeks I called the California number to ask about my order. I was informed that it would be placed in the mail that day. I received the disks via certified US mail within the week. I don't know why it took 5 weeks and one phone call for me to get it, but that is not the end of this story.

What I received was an envelope with two diskettes inside. One was marked Super Mario Bros. and the other was a floppy with the Super Game pack programs. Each side had a label identifying the programs that were on the disk. I immediately went to my 4A and attempted to copy the Super Mario Bros disk with DSKU. After all, I had a son who was chomping at the bit to play the new program and I wasn't about to give him the original. I was greeted with a "Disk Not Initialized" message. I loaded MDM5 and was treated to the same disturbing message. I attempted to run

the program and got the same results. I tried the other disk and found both sides of the floppy were also bad. In desperation I went upstairs to my son's computer to see if it would work, and it did!

It seems that Baker Software protected the disks by clobbering Sectors 1 and 2 on each of the disks. Well, I have a Myarc Hard/Floppy Disk Controller and it has to read Sector 1 to find out how the disk is formatted before it can read the disk. As far as a copy for my son, I just loaded Turbo Copy and copied the disk, bad sectors and all. The copy works fine. But it still would not work on my computer. So I copied the files over to a newly initialized disk with a sector editor and then recovered the files with DSKU. A simple enough thing to fix, but very annoying. It is written in Extended Basic with some Assembly subroutines, but the Extended Basic is protected so it can't be listed unless you enter a CALL INIT and CALL LOAD(-32699,0). The first statement in the program turns off the break function with ON BREAK NEXT.

How did the program play? Well, it is a very poor representation of the Nintendo game. Its graphics are poor and the speed of the game is slow. All in all it was a bad purchase. The documentation was unreadable. It looked like 10th generation Xerox copies. The second disk had one game that would not even load in its original form on my son's computer. I have not been able recover it. The others show some merit however. Recon 17 is a maze game written in Assembly that is quick, responsive, and fun. Unfortunately it is a bit buggy. It will crash occasionally but not in the same spot. This program really demonstrates what can be done on the 4A. Another really fun game is Turbo 2056. This is a two-player car-racing game which uses joysticks. It is quick, responsive and also fun to play.

MICROpendium August 1991, Vol. 8, No 7, By Stan Krajewski

I had seen it advertised in the classified section of MICROpendium, a Mario Bros. game for the TI? I just had to send for that one, liking the TI as much as I do, and with someone going to the trouble of re-creating a very popular game so we can continue to use our computer and still get satisfaction out of it.

It starts out with a TI Extended BASIC loader going into assembly routines. Yes, it takes 1-2 minutes to load, but it does look interesting once you get there. At the startup screen (level 1) in the top left hand corner it displays the Lives and Level. Across the top are displays for the Timer, Coins and Score. Immediately you must start running your Mario to the right. You can jump hit the bricks with your head to reveal coins and mushrooms. You can get big by landing on a mushroom and collect all the coins you can. Once you are big it is easier to hit the bricks with the top of your head and, if you hit another mushroom, you turn into a fiery Mario. You can then pull down on your joystick and shoot fireballs, depending which

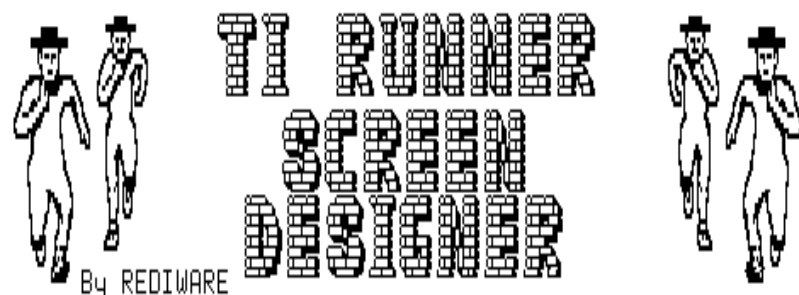
way you are facing. There are surprises, because you might jump for no reason or miss a brick and a hidden brick comes into view. You have to be careful of the bad guys, as not all of them die by jumping on them.

There are 14 levels to keep you busy, and you must make it to the flagpole to reach another level. I have wanted to keep playing again so it's not easy to lose interest in it.


Some of the bad parts are: The timer does run awfully quick. You barely have time to grab coins and mushrooms before reaching the flagpole without the timer running out. You can move both forward and backward but the screen is a little confusing as everything moves in both directions instead of just the Mario character. I have used it on both my CorComp 9900 Micro Expansion system and the P-box and it runs flawlessly most of the time. I say most of the time because I have experienced screen malfunctions on both systems, causing me to reboot.

All in all I do enjoy the program and it does have entertaining music while you play. I have not tried it on my Geneve 9640 yet, but would assume the timer would be faster than it is now.

The program is available from Baker Software for \$9.50 + 1.50 S+H. 



TI-Runner was one of my favorite games way back when. I always thought it would be neat to be able to design these game screens for playing. Unfortunately I never completed that project when my TI was my main computer. Now, thanks to Win994a, I have dug up the old files and wrote my screen designer. Together with the game, files, and some loading programs, I have put together a disk that will allow you to play TI-Runner as well as design the screens.

Designer uses file LEVEL01 for modification. LEVEL02 is the screen file that comes with the program, and LEVEL03 appears to be a French modification. These files as released here are somewhat corrupted in the middle levels. I had received them that way a long time ago. With Designer, they can be repaired easily, but I'll leave that up to you if desired. 



HCM - VOL 4, NO 2 - GREG ROBERTS -

Miner 2049'er is easy at first. When the deadly mutant organisms approach, you just act as southerners do when 'gators come into the back yard: Climb the ladder that leans against the porch. Once the mutants wander off, you can sneak down from your ladder and grab the convenient pick ax. This move will temporarily transform the mutants into benign beasts, so that you can destroy them if you act quickly.

This player-friendly way of drawing you into the action is desirable in any game program, as long as it's followed up with something more challenging. Miner 2049'er does not disappoint you. After that first easy screen, it hits you with some tough going that keeps getting more difficult right through the eighth level.


The various levels are remarkably distinct from one another. Whereas many programs put up screens that vary only lightly from the preceding level, this one offer's new backdrops and new challenges.

For example, after negotiating the first level with its complex arrangement of ladders and shafts, you find that the second level features transporters capable of firing your man to various floors within the strata of the screen. When Bounty Bob enters his Star-Trek type "beamer" and shoots to the top of the tube, you witness some unparalleled graphics.

Farther along, you run into tanks of radioactive waste, pulverizing devices, and a cannon you can load with TNT in order to shoot Bounty Bob to glory. With so much to see, it is no wonder that Tigervision provides us, at the beginning of the game, with a sneak preview of all eight levels. They are a real draw to the prospective buyer. The complex moves of this well-designed cartridge game look good on an ordinary color television, as well as on a dedicated monitor.

A few elements of this game, however, are a little frustrating: The mine shafts or slides don't line up well with their entrances, so it is difficult to tell when your man is at the edge of a shaft. He appears to walk in space, then fall. This lack of precision is a real distraction that adds nothing to the game. In fact, it arbitrarily ruins the player's strategy. Nevertheless, once you establish where the shaft entrances begin and end, you can resume play and really enjoy this game.

Miner 2049'er's sound effects are typical computer Blippenese, but they are well integrated with the play. The only aural bugbear in this program is the primitive Clementine melody played during the sneak preview of the screens, and it can be mercifully squelched with the touch of a button. The game comes with a detailed brochure that explains each screen, with a few hints on playing. The documentation is vital in a game as complex as this one.

It comes as no surprise that Miner 2049'er is available for every major home computer. It certainly deserves a wide audience. 



GAMES by Texpac BBS - TISHUG News Digest - 6/93 - v12,n5  
Sneggit is a game requiring fast reactions, quick planning, and a small dose of caution. Those evil forces of chaos have struck the henhouse, scattering all the eggs around where some hungry snakes are ready to make a quick meal if you do not stop them. But watch it! These snakes are not about to just slink around while you rescue all the eggs - they think you taste pretty good, too.

You control the chicken who was left to guard the henhouse. By moving next to an egg and pressing the fire button, you can pick up the egg on to your back, where you can carry it to a nest and drop it off safely. Defend the nest long enough, and your egg hatches into a baby chick, who runs off the screen and leaves you another egg to save. The snakes will leave eggs in the nest as long as you are there to guard the nest, but slip away to get another egg and your nest egg is fair game. If you can put 16 eggs into nests, the chicken in the sky will give you a helper to take over in case of snakebite. There are a lot of weeds and rocks scattered around the barnyard which just get in your way and make it hard to get around. The snakes are smaller than you, so they can sometimes go places you cannot. Snakes can also go down snake holes when they feel like it, and they come up where you least expect them. Watch your nests! You can face down a snake, but turn your back on one and you are his next meal.

The chicken is controlled by either a joystick or the standard keyboard keys for directional control (S/J,D/K, E/I, and X/M for left, right, up, down, and Q/Y for Fire). Since Sneggit can be played by two players, only the active player's keys are enabled. During play, the REDO key will take you back to the secondary title screen where you can re-start another game or go back to the main title screen. Pressing the BACK key during play takes you back to the main title screen.


A round ends when all eggs have been eaten or after the snake has you for lunch. Three rounds make a game. Your highest score is kept as long as Sneggit is running. The scores of the last game played are shown for comparison.

Sneggit may be played by one or two players. There are three levels of play: Novice, Advanced, and Expert. The Novice level is set up for easy learning and a slower playing speed. After you master the Novice level, you can move up to the Advanced level. Advanced gives twice as many points per egg, but is quite a bit faster to play. When even the Advanced level is too easy, you can move on to the Expert level. This scores four times the points as the Novice level, but there are two snakes, and they move much faster.

Each color egg gives a different number of points when it is picked up. See the help screen for a picture which shows the scoring. The help screen also shows you where you can pick up eggs and where you must stand to drop them into the nest. You may call up the help screen from the main title screen by pressing the AID key. If you are not close enough to the nest, or if you hold the Fire button too long, you will drop the egg and smash it. The fire button needs a lighter touch for each advanced level of play, so you need a very quick touch at the Expert level.

Eggs are scored once when you pick them up, again when you successfully put them into the nest, and once more when they hatch. You must protect the eggs until they hatch.

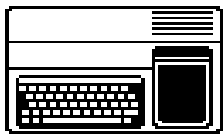
A nest can only hold eight eggs at one time. If you try to put more than eight into a nest, the new eggs will fall out on to the ground. Sometimes eggs can be very hard for you to see, but the snake still knows where they are. This is the chicken in the sky's way of telling you there are too many eggs in a horizontal line. It is not a problem but you can prevent it from happening by not putting all your eggs in one basket.

I cannot tell you any more. If you want to learn more, you will have to play the game. Happy eggging! 

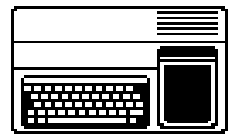
```

1 ! CR ADDER
2 ! BY JIM SWEDLOW
3 ! OCTOBER 22, 1986
4 !
5 CALL CLEAR :: PRINT "Carra
ge Return Adder": :
6 INPUT "Old File: DSK":A$
:: PRINT :: INPUT "New File:
DSK":B$
7 PRINT : "Working"
8 ON ERROR 1 :: OPEN #1:"DSK
"&A$,INPUT :: OPEN #2:"DSK"&
B$,OUTPUT :: C$=CHR$(13)
9 IF EOF(1)THEN 17 ELSE LINP
UT #1:A$
10 IF A$=" " OR A$="" THEN P
RINT #2:C$ :: GOTO 9
11 IF ASC(A$)=46 THEN PRINT
#2:A$;C$ :: GOTO 9
12 IF EOF(1)THEN PRINT #2:A$
;C$ :: GOTO 16 ELSE LINPUT #
1:B$
13 IF B$=" " OR B$="" THEN P
RINT #2:A$;C$;C$ :: GOTO 9
14 IF ASC(B$)=46 THEN PRINT
#2:A$;C$;B$;C$ :: GOTO 9
15 PRINT #2:A$ :: A$=B$ :: G
OTO 12
16 CALL HCHAR(23,1,32,32)::
DISPLAY AT(23,1):"Done"
17 CLOSE #1 :: CLOSE #2

```



# Yesterday's News Information



Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

## TI-99/4A HARDWARE

TI99/4A COMPUTER  
MODIFIED PEB  
WHT SCSI AND SCSI2SD  
MYARC DSQD FDC  
MYARC 512K MEMORY  
HORIZON 1.5 MEG HRD  
TI RS232  
CORCOMP TRIPLE TECH  
1 360K 5.25 DRIVE  
1 360K 3.50 DRIVE  
1 720K 5.25 DRIVE  
1 720K 3.50 DRIVE

## TI-99/4A SOFTWARE

PAGEPRO 99  
PAGEPRO COMPOSER  
PAGEPRO FX  
PAGEPRO HEADLINER  
PAGEPRO GOFER  
PAGEPRO FLIPPER  
PAGEPRO ROTATION  
PIXPRO  
PICASSO PUBLISHER  
BIG TYPE  
TI ARTIST PLUS  
GIF MANIA

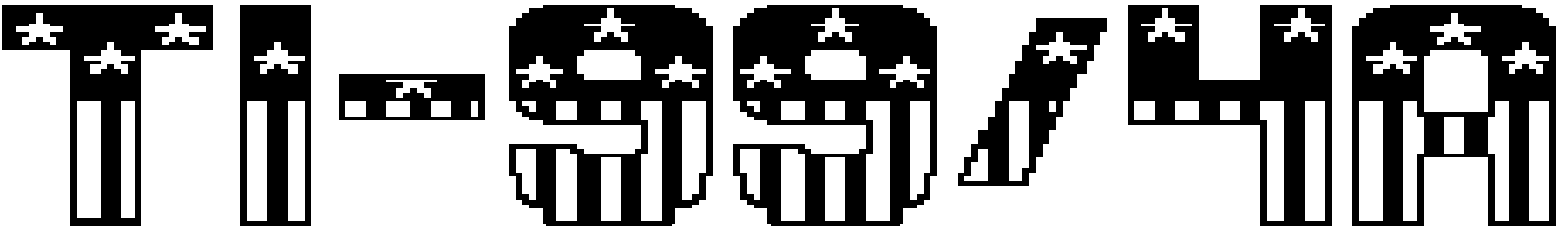
## PC HARDWARE

COMPAG ARMADA 2800  
COMPAG ARMADASTATION  
SAMSUNG SYNCMASTER

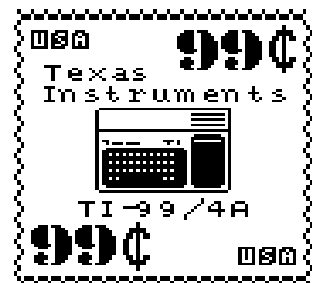
## PC SOFTWARE

DEAD WINDOWS 98SE  
FILECAP  
PRNZPBNS  
IRFANVIEW  
ADOBE DISTILLER  
ADOBE ADOBE ADOBE

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



Yesterday's News  
c/o Sparkdrummer  
AtariAge Forum  
Phoenix, AZ 85027



TI-99/4A Computer User  
1234 What Me Worry Lane  
Any City, Any State  
Any Country

### COMING NEXT MONTH

4/A FORAY JOY PAINT  
HOME CONTROL 99 SHOOSH BOOMERS  
QUALITY 99 DUPLICATOR  
TIGERCUB RELEASED ALLEY CRAPS  
UP PERISCOPE